

MECHWARRIOR<sup>®</sup>  
MERCENARIES



FIELD REFERENCE



## SAFETY WARNING

### ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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## INCOMING MESSAGE

DATE: 17 DECEMBER 3064  
TO: MERCENARY COMMAND APPLICANT NO. 7912  
FROM: MERCENARY REVIEW AND BONDING COMMISSION (MRBC)  
SUBJ: APPLICATION FOR MEMBERSHIP

**CONGRATULATIONS**, your application for membership in the MRBC is approved. You are hereby granted an interim license to do business as a MechWarrior mercenary company with the same privileges afforded a full member. You are authorized to proceed under the following condition(s):

1. (A) You must find a sponsor to underwrite your company and provide guidance during your initial year.  
(B) As a courtesy, we provide you with the following names of mercenary regiments that have expressed interest in sponsoring you. Please make contact at your earliest convenience.

WOLF'S DRAGOONS  
NORTHWIND HIGHLANDERS  
KELL HOUNDS  
GRAY DEATH LEGION



### POSTSCRIPT:

Given recent events (to wit, the Federated Commonwealth Civil War), the need for experienced BattleMech® pilots will likely increase in the Lyran sector.

TRANSMISSION OVER...

## PREBATTLE CHECK

### INSTALLING AND LAUNCHING

Insert Microsoft® MechWarrior Mercenaries Disc 1 into your CD-ROM drive. Click **Install**, and then follow the prompts. If given the option to place an icon on the desktop, click **Yes**. To start the game, double-click the icon to start.

If Setup does not begin automatically, refer to the Readme file on Mercenaries Disc 2.

### GETTING HELP

**ROLLOVER TEXT** Help is provided in the form of rollover text. As you move the mouse over certain screen features, Help text is displayed. For more information, see the Network box in the lower part of the screen.

**TUTORIAL** To learn how to play the game, click the **Tutorial** button on the Main Menu.

**INFO ON THE WEB** To learn more about MechWarrior Mercenaries or other games by FASA Studio, visit <http://www.fasastudio.com>

**EQUIPMENT SPECIFICATIONS** For more information on weapons, vehicles, and terrains, click the **Equipment** button on the Main Menu. A Specs.pdf file in the Goodies folder on Disc 2.



## PREBATTLE CHECKLIST

### INSTALLING AND LAUNCHING THE GAME

Insert Microsoft® MechWarrior® 4: Mercenaries video game Disc 1 into your CD-ROM drive. When the Setup screen appears, click **Install**, and then follow the instructions on the screen. You'll be given the option to place an icon on your desktop. For subsequent play, double-click the icon to start the game.

If Setup does not begin automatically, or for other pertinent information, refer to the Readme file on MechWarrior 4: Mercenaries Disc 2.

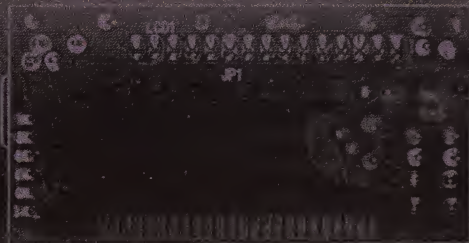
### GETTING HELP

**ROLLOVER TEXT** Help is provided for most user interface screens in the form of rollover text. As you pass the mouse pointer over any screen feature, Help text is displayed in the ComStar Information Network box in the lower part of the screen.

**TUTORIAL** To learn how to play MechWarrior 4: Mercenaries, click **Training** on the Main Menu.

**INFO ON THE WEB** To learn more about MechWarrior 4: Mercenaries or other games developed by FASA Studio™, visit <http://www.fasastudio.com>.

**EQUIPMENT SPECIFICATIONS** For further details on BattleMechs, weapons, vehicles, and terrains included in this game, see the Specs.pdf file in the Goodies folder on MechWarrior 4: Mercenaries Disc 2.





## OPERATIONAL SCREENS



### ROSTER

On the Roster screen, you create new pilot profiles and company names or edit existing ones. When creating a new profile, you must choose from one of four sponsors: Wolf's Dragoons, Northwind Highlanders, Kell Hounds, or Gray Death Legion. A brief description of each is provided, so you can compare the benefits and consequences of selecting one over another. Once you have aligned a pilot with a sponsor, that pilot maintains the association with that sponsor for the duration of the game.

### MAIN MENU

**TRAINING** Learn how to play.

**INSTANT ACTION** Play instant action scenarios with no effect on other scenarios.

**CAMPAIGN** Become part of a story. What happens to you on the battlefield.

**MULTIPLAYER** Engage other players.

**MECHLAB** Customize your mech.

**ROSTER** Create a pilot profile for your unit.

**OPTIONS** Edit game settings for multiplayer play.







## MAIN MENU

**TRAINING** Learn how to play MechWarrior 4: Mercenaries.

**INSTANT ACTION** Play individual scenarios. Victory and defeat have no effect on other scenarios.

**CAMPAIGN** Become part of the MechWarrior 4: Mercenaries story. What happens to you on the battlefield affects future missions.

**MULTIPLAYER** Engage others in online combat.

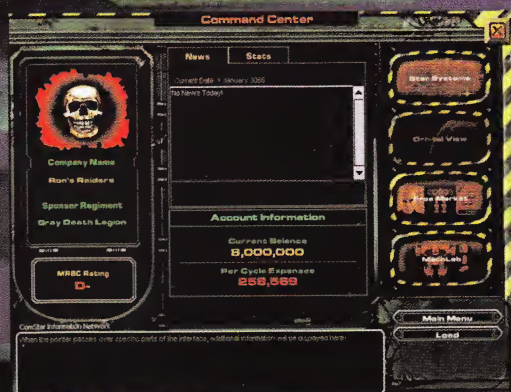
**MECHLAB** Customize your 'Mech.

**ROSTER** Create a pilot profile and select a mercenary sponsor for your unit.

**OPTIONS** Edit game settings for graphics, audio, controller, and multiplayer play.



## OPERATIONAL SCREENS



### COMMAND CENTER

The Command Center shows your account balance and the status of your reputation.

**MRBC RATING** Check your rating in the MRBC's system, which ranks mercenary units' capabilities and professionalism.

**NEWS** Read up on current events. You never know what you might learn.

**UNIT STATS** Track your statistics, such as 'Mech kills, C-Bills earned, and so on.

### STAR SYSTEM

Seek work as a... system has its... yours. One syst... by entertaining... "Solaris VII Orb...

Before you com... overview of each... than you're in, y... deducted from...





## STAR SYSTEMS

Seek work as a mercenary in various planetary systems. Each system has its own campaign—problems that could use talent like yours. One system in particular offers you the chance to earn money by entertaining the masses. For more on that opportunity, see "Solaris VII Orbital View," page 11.

Before you commit to action, check the readout on the left side for an overview of each campaign. If you need to travel to a different system than you're in, you'll have to pay a jump fee. The fee is automatically deducted from your account when you launch the campaign.



## OPERATIONAL SCREENS



### ORBITAL VIEW

Each planetary system has its own set of troubles. The Orbital View screen provides summaries of the missions within a given star system.

Before jumping in, read up on mission particulars. Check the ComStar Information Network box at lower left for details. To learn about current events, check the news feed at upper left.

### MISSION VIEW

The Mission View screen allows you to select pilots for your team. You can choose from a roster of up to four team members.

### MISSION BRIEFING

Read the ComStar Information Network for key locations and mission details.

### PILOT SELECTION

Choose your pilot roster and assign primary lance. Remember, you'll need a lance to win.

### DROP WEIGHT

Check the total weight of your team.

### DROP FEE

You'll need to pay a fee to drop out of the mission.





## MISSION VIEW

The Mission View screen provides mission briefings and lets you select pilots for your primary and secondary lances. A lance is a unit of up to four 'Mechs.

**MISSION BRIEFING** Mission goals and objectives are displayed in the ComStar Information Network box, and the Mission Map shows key locations such as drop points and navigation (or nav) points.

**PILOT SELECTION** It is your task to select pilots from the duty roster and assign each a 'Mech. Most missions let you deploy a primary lance. In some, you can also deploy a secondary lance; to do so, you'll need a pilot who is qualified as a lance commander.

**DROP WEIGHT** The combined tonnage of your lances cannot exceed the total weight of the drop.

**DROP FEE** You pay a drop fee for each mission undertaken.



## OPERATIONAL SCREENS



### FREE MARKET

In the Free Market, you can hire and fire personnel and buy and sell 'Mech chassis and weapons. Get rid of a deadweight pilot, or make a few quick C-Bills by selling materiel. When a transaction is finalized, your account is credited or debited accordingly.

**PERSONNEL** To acquire the services of a pilot, drag that pilot's icon from the Market Items personnel list to the Transaction window at center, and then click **Buy/Hire**. To dismiss a pilot, drag that pilot's icon from your Current Inventory personnel list to the Transaction window, and then click **Sell/Fire**.

**EQUIPMENT** To acquire new chassis or weapons, drag items from the Market Items list to the Transaction window, and then click **Buy/Hire**. To sell off your chassis or weapons, drag items from your Current Inventory list to the Transaction window, and then click **Sell/Fire**.

### SOLARIS VII ORB

Solaris VII is not a mission opportunity for you to make of yourself as the gladiator just like fighting for the rabid fans cheering you—VII. Choose among three most prestigious of them.

Competition begins with your way up to the assault class. The heavier the class,





## SOLARIS VII ORBITAL VIEW

Solaris VII is not a mission so much as an opportunity—an opportunity for you to make some serious C-Bills fast. Ever thought of yourself as the gladiator type? If you're in need of cash, or if you just like fighting for the sake of fighting and don't mind thousands of rabid fans cheering you—or jeering you—you're going to like Solaris VII. Choose among three arenas: the Factory, the Jungle, and the most prestigious of them all, the Coliseum.

Competition begins with the light Mech class. You'll have to work your way up to the assault class. Prize money is based on weight class. The heavier the competition, the more C-Bills you can earn.





## SOLARIS VII MISSION VIEW

When you've chosen an arena on Solaris VII, you're transported to that arena. Here you'll find information posted, such as the prize money the upcoming game pays and the game entry fee. Your personal stats for a particular venue and for your Solaris games so far are also listed.

Also—and perhaps most important to a fledgling mercenary struggling for acclaim—you can use the Victory Dedicated To list to dedicate your victories to either House Steiner, House Davion, or nobody. Dedicating victories can boost your approval rating in the eyes of your chosen group.

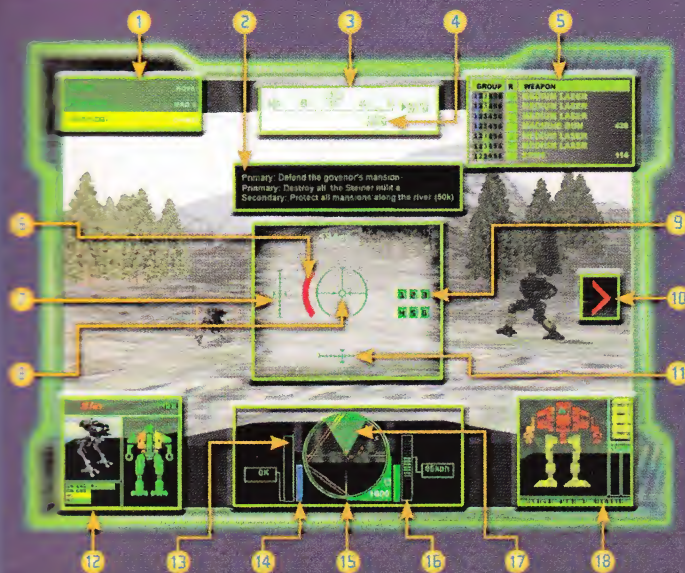


The heads-up display 'Mech cockpit. The HUD is superimposed over your eyes off the battle.

- 1 Lancemate damage
- 2 Mission objectives
- 3 Compass
- 4 Nav point indicator
- 5 Weapon/weapon group
- 6 Enemy fire direction
- 7 Pitch indicator
- 8 Targeting reticle
- 9 Weapon in range



## UNDERSTANDING THE COCKPIT

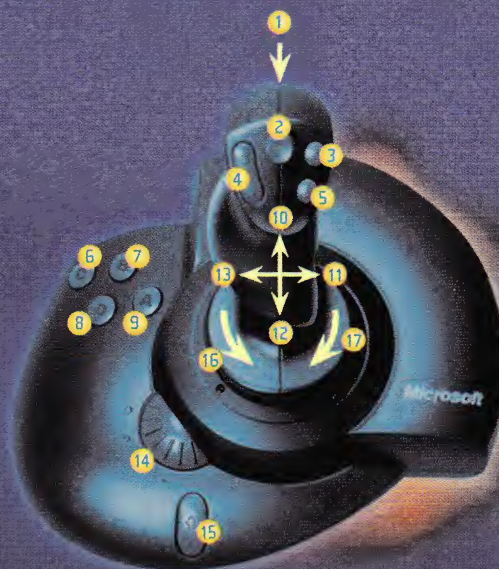


The heads-up display (HUD) is the most important feature of your Mech cockpit. The HUD provides real-time combat information superimposed over your windshield so you can read it without taking your eyes off the battlefield.

- |                                  |                               |
|----------------------------------|-------------------------------|
| 1 Lancemate damage indicator     | 10 Target direction indicator |
| 2 Mission objectives             | 11 Torso twist indicator      |
| 3 Compass                        | 12 Target damage indicator    |
| 4 Nav point indicator            | 13 Heat gauge                 |
| 5 Weapon/weapon group status     | 14 Coolant gauge              |
| 6 Enemy fire direction indicator | 15 Radar                      |
| 7 Pitch indicator                | 16 Speed indicator            |
| 8 Targeting reticle              | 17 Field of vision            |
| 9 Weapon in range indicator      | 18 Your damage indicator      |



## UNDERSTANDING THE COCKPIT



You can control a 'Mech by joystick. For information on basic game commands, see the back cover.

- |                            |                             |
|----------------------------|-----------------------------|
| 1 Fire group 1 weapons     | 10 Pitch torso down         |
| 2 Hat button (change view) | 11 Turn right               |
| 3 Fire group 2 weapons     | 12 Pitch torso up           |
| 4 Zoom reticle window      | 13 Turn left                |
| 5 Fire group 3 weapons     | 14 Forward/reverse throttle |
| 6 Use Jump Jets            | 15 Use SHIFT functionality  |
| 7 Switch to next nav point | 16 Twist torso left         |
| 8 Target enemy in reticle  | 17 Twist torso right        |
| 9 Target next enemy        |                             |

Or control your 'Mech

### MOVEMENT

- Throttle up
- Throttle down
- Turn left
- Turn right
- Pitch up
- Pitch down
- Twist torso left
- Twist torso right
- Toggle forward/reverse
- Reverse
- Use Jump Jets
- Switch to next nav point
- Center legs to torso
- Center torso **SHIFT**
- Throttle 0-100%

### LANCEMATE CONTROL

- Call up lancemates 1-4
- Call up primary lance
- Call up lancemates 4-1
- Call up secondary lance
- Call up both lances

### LANCEMATES CALL

- Attack my target
- Defend my target
- Form up on me
- Hold fire
- Go to my nav point
- Stop
- Shut down
- Attack nearest threat
- Repair at nearest bay



Control your 'Mech using the following keyboard commands.

#### MOVEMENT

Throttle up	=
Throttle down	MINUS (-)
Turn left	Keypad 4
Turn right	Keypad 6
Pitch up	Keypad 2
Pitch down	Keypad 8
Twist torso left	Keypad 7
Twist torso right	Keypad 9
Toggle forward/reverse	BACKSPACE
Reverse	MINUS (-)
Use Jump Jets	J
Switch to next nav point	N
Center legs to torso	SPACEBAR
Center torso	SHIFT+SPACEBAR
Throttle 0-100%	1-0

#### LANCEMATE CONTROL

Call up lancemates 1-3	F1-F3
Call up primary lance	F4
Call up lancemates 4-7	F5-F8
Call up secondary lance	F9
Call up both lances	F10

#### LANCEMATES CALLED UP

Attack my target	F1
Defend my target	F2
Form up on me	F3
Hold fire	F4
Go to my nav point	F5
Stop	F6
Shut down	F7
Attack nearest threat	F8
Repair at nearest bay	F9

#### WEAPONS AND TARGETING

Fire weapon/group	ENTER
Toggle single/group fire	\
Switch to next weapon	] or P
Switch to previous weapon	[
Weapon group 1	INSERT
Weapon group 2	HOME
Weapon group 3	PAGE UP
Weapon group 4	DELETE
Weapon group 5	END
Weapon group 6	PAGE DOWN
Target next enemy	E
Target nearest enemy	SHIFT+E
Target previous enemy	CTRL+E
Select unit in reticle	Q
Select next friendly	W
Select nearest friendly	SHIFT+W
Select previous friendly	CTRL+W
Select previous nav point	CTRL+N
Set damage diagram to bar format	PERIOD (.)
Set enemy damage diagram to bars	COMMA (,)
Activate mouse	CTRL+\



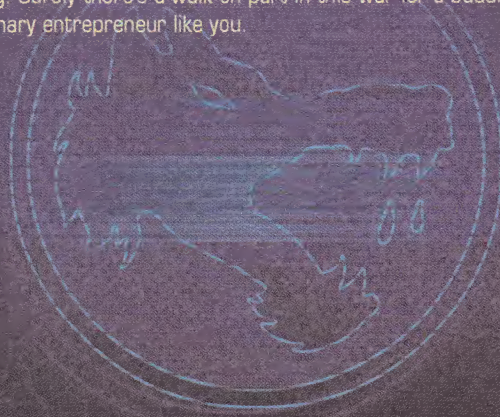
## FINDING SOME ACTION

### CAMPAIGN

The year is now 3066, and the political backdrop is the civil war between the Federated Commonwealth and the Lyran Alliance. The strife began with Victor Davion's call to arms against his sister Lyran Archon Katrina Steiner, following the assassination of their brother Arthur.

In this struggle, talented MechWarriors like yourself are in hot demand. The MRBC has just authorized your new company for mercenary work. After securing the required sponsorship from a full-fledged mercenary regiment—Wolf's Dragoons, Northwind Highlanders, Kell Hounds, or Gray Death Legion—your company has ample opportunity to make a name for itself.

There are numerous planetary systems where battles rage. And there's Solaris VII, the entertainment capital of the universe, where 'Mechs slug it out for fame and fortune in front of throngs of rabid fans. But whatever prizes a Solaris jock wins, you itch for real-world fighting. Surely there's a walk-on part in this war for a budding mercenary entrepreneur like you.



WOLF'S DRAGOONS

16

### INSTANT A

Click Instant A  
following three

MISSION PLAY  
or defeat has

TRAINING Tak

WAVE Fend off  
'Mechs to enga

### MULTIPLAY

Up to 16 players  
Join an existing  
multiplayer gam  
[www.zone.msi.com](http://www.zone.msi.com)  
details, refer to

### CONNECTION T

Before you can  
The following t

MODEM Game

ISDN Games  
Network (ISDN

XDSL Games

CABLE Games

LAN Games a



## INSTANT ACTION

Click **Instant Action** on the Main Menu and then choose one of the following three action types.

**MISSION PLAY** Play any individual mission of the campaign. Victory or defeat has no impact on other missions.

**TRAINING** Take a refresher course in basic combat skills.

**WAVE** Fend off waves of attackers. You determine the map and the Mechs to engage.

## MULTIPLAYER

Up to 16 players can engage in one-on-one or team combat. Join an existing game or host one of your own. To connect to a multiplayer game, go to the Microsoft® MSN® Games site at [www.zone.msn.com](http://www.zone.msn.com) or click **Multiplayer** on the Main Menu. For details, refer to the following.

### CONNECTION TYPES

Before you can join or host a game, you must establish a connection. The following types are available.

**MODEM** Games are played among computers using modems.

**ISDN** Games are played over an Integrated Services Digital Network (ISDN).

**XDSL** Games are played over a Digital Subscriber Line (DSL).

**CABLE** Games are played over a cable Internet service connection.

**LAN** Games are played over a Local Area Network (LAN).



## FINDING SOME ACTION

### TO HOST YOUR OWN GAME

- 1 In the Multiplayer screen, select a connection from the list, and then click **Host**.
- 2 In the Host Setup screen, set game options, and then click **Start**. Your game is then advertised online (unless you choose otherwise).
- 3 In the Game Lobby, choose your 'Mech, mission, and so on. You can also add computer players (or bots) by clicking **Add Bot**.
- 4 When all players are ready to play, click **Launch**.  
If you need to remove a player from the game, click his or her status button, and then click **Kick Out**.

### TO JOIN AN EXISTING GAME

- 1 In the Multiplayer screen, select a connection from the list, and then click **Connect**.
- 2 In the Server Browser screen, select an available game from the list, and then click **Join**.  
If you want to chat with other online players before joining a game, click **Zone Chat** and then follow the instructions on the screen. Note that a chat room must be selected before you can converse.
- 3 In the Game Lobby, choose your 'Mech and (if required) a team. When you're ready, click **Ready** or click the status box next to your 'Mech to change status from standby to ready. When all players who have joined are ready, the game starts.

### MULTIPLAYER GAME TYPES

The following describes the scoring for each.

#### BATTLE (TEAM AND INDIVIDUAL)

Killing the enemy and destroying the enemy's 'Mech determines your score. You get penalized for shooting your own 'Mech. Your score is based on the number of kills and damage inflicted.

#### DESTRUCTION (TEAM AND INDIVIDUAL)

Destroying the enemy's 'Mech determines your score. You get a bonus for destroying the enemy's 'Mech.

#### MISSION PLAY (TEAM AND INDIVIDUAL)

Completing the mission determines your score. You receive a set of mission objectives. If you complete the objectives, your team is rewarded. If you fail to complete the objectives, your team is penalized.

KELL HOUN



### MULTIPLAYER GAME TYPES

The following describes the multiplayer games available and the scoring for each.

**BATTLE (TEAM AND INDIVIDUAL)** Kill or be killed. You get points for killing the enemy and destroying enemy weapons and components. You get penalized for shooting your lancemates. The size of your Mech determines your bonus—lighter chassis score more points per kill and damage inflicted than heavier chassis.

**DESTRUCTION (TEAM AND INDIVIDUAL)** Kill your opponent as many times as you can in a given time frame. You get points for kills.

**MISSION PLAY (TEAM)** Each of two teams in a structured conflict receives a set of mission objectives. Play continues until a team meets its objectives, a time limit elapses, or all players from one team are destroyed.

KELL HOUNDS



## BATTLE STRATEGIES

**KNOW YOUR ENEMY** Study "BattleMech Specifications," page 23, or the Specs.pdf file to compare your 'Mech to those of your opponents. Note your enemy's armor, weapons, and weapon ranges, and then choose a 'Mech that counters well. The Specs.pdf file is in the Goodies folder on MechWarrior 4: Mercenaries Disc 2.

**USE YOUR SENSORS** All 'Mechs carry battle awareness sensors that detect 'Mech power signatures and radar signals. To lessen an enemy's ability to see you, power down (press **S** to shut down and power up). Or switch your radar to passive so it receives signals but does not transmit (press **CTRL+R** to toggle radar between active and passive).

**ASSESS ENEMY VULNERABILITY** When you place your HUD reticle over a targeted 'Mech (press **E** to cycle through targets), you see an assessment of its damage. For example, a seriously damaged limb flashes red, and a destroyed limb is blackened out. Seize upon any vulnerability. You can also evaluate damage visually. A 'Mech with serious leg damage limps, and its speed drops. Smoke or fire pouring from a 'Mech chassis indicates serious damage.



GRAY DEATH LEGION

**STAY COOL** If your 'Mech overheats, the HUD will warn you. To prevent overheating, move to a cooler area, or perform a crouching maneuver. If you're in a bad spot, consider a tactical retreat. If you're hot enough to begin a shutdown, you'll see a red warning icon.

**KEEP MOVING** When you're in a bad spot, move. Also, avoid a circular sweep of the enemy's radar.

**CROUCH OR HIDE** Crouch and again to make your 'Mech harder to hit. Or, if you're still visible on an enemy's radar, targetting to lock on.

**USE YOUR LANCES** Lances take the brunt of an enemy's attack. (F1-F3, F5-F8), you can use F9, or both lances to attack, fall.

**PERFORM FIELD REPAIRS** Repair your 'Mech by simply ending the battle. If you're complete, your 'Mech has been completely repaired.



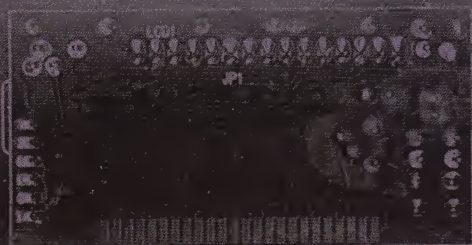
**STAY COOL** If your 'Mech overheats, it shuts down and you lose movement, the HUD, radar, and so on, until you've cooled off. To prevent overheating, stop firing your weapons, jump into a lake or river, or perform a coolant flush (press **F**). If you have persistent heat problems, consider adding more heat sinks. If your 'Mech becomes hot enough to begin shutting down, you'll have a few seconds to override shutdown (**SHIFT+O**).

**KEEP MOVING** When you slow down or stop, you become an easier target. Also, avoid attacking straight on. Always pivot to fire, and try circular sweeps around your opponent.

**CROUCH OR HIDE** If you must stop, consider crouching (press **C** to crouch and again to stand). Crouching makes you a smaller target and harder to hit. Or use the terrain to hide. Although you are still visible on an enemy's HUD, many missiles require line-of-sight targeting to lock onto you.

**USE YOUR LANCEMATES** You're in command—let your subordinates take the brunt of an assault. Call up your lancemates individually (**F1-F3**, **F5-F8**), your primary or secondary lance as a whole (**F4** or **F9**) or both lances at once (**F10**). Then use keys **F1-F9** to order them to attack, fall back, move on, and so on.

**PERFORM FIELD REPAIRS** You can perform field repairs on your 'Mech by simply entering the nearest repair bay. When repairs are complete, your 'Mech powers up on its own. Note that any item that has been completely destroyed cannot be repaired.





## BATTLE STRATEGIES

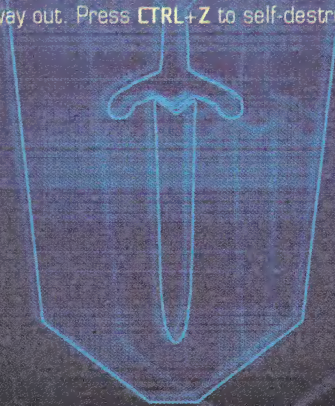
**CHANGE VIEWS** At times, a different viewpoint can improve your chances on the battlefield. For example, it can be difficult to maintain a visual lock on air vehicles from inside your cockpit. Press **V** to toggle views between the cockpit (default) and outside your 'Mech.

**RAMMING** If you're out of ammo or your weapons have failed, you can always try ramming your enemy. The amount of damage inflicted increases with the velocity of the impact.

**DEATH FROM ABOVE** If your 'Mech has Jump Jets, try jumping into the air and landing on your opponent. Although this is a difficult maneuver to execute, it can inflict tremendous damage.

**CIRCLE OF DEATH** The "Circle of Death," as it's commonly referred to by MechWarriors, is an offensive maneuver where you and your lancemates encircle an enemy to attack while blocking its escape. Be careful, though, not to shoot a friendly 'Mech on the other side of the enemy.

**SELF-DESTRUCT** If the situation has become completely hopeless—your weapons are gone, you have no hope of winning—there's always the coward's way out. Press **CTRL+Z** to self-destruct.



NORTHWIND HIGHLANDERS



## BATTLEMECH SPECIFICATIONS

Following are default equipment specifications for the 'Mechs available in the game, including weapon configurations, armor types, maximum speeds, and so on. For additional details on 'Mechs and specifications on weapons, vehicles, and terrains, see the Specs.pdf file in the Goodies folder on MechWarrior 4: Mercenaries Disc 2.

### ABBREVIATIONS USED IN THE FOLLOWING TABLES

<b>AC</b>	Autocannon
<b>BAP</b>	Beagle Active Probe
<b>CSMRM</b>	Clan Streak Medium-Range Missile
<b>CSTRK</b>	Clan Streak Short-Range Missile
<b>ECM</b>	Electronic Countermeasures
<b>ER</b>	Extended Range
<b>FF</b>	Ferro Fibrous (armor)
<b>IFF</b>	Identification of Friend or Foe
<b>IS</b>	Inner Sphere
<b>KPH</b>	Kilometers per Hour
<b>LAMS</b>	Laser Anti-Missile System
<b>LBX</b>	Luxor Ballistic (ballistic weapon)
<b>Lg</b>	Large
<b>LRM</b>	Long-Range Missile
<b>Med</b>	Medium
<b>MG</b>	Machine Gun
<b>MRM</b>	Medium-Range Missile
<b>Narc</b>	Narc Beacon (targeting beacon)
<b>PPC</b>	Particle Projection Cannon
<b>R</b>	Reactive (armor)
<b>RAC</b>	Rotary Autocannon
<b>Ref</b>	Laser Reflective (armor)
<b>Sm</b>	Small
<b>SRM</b>	Short-Range Missile



# BATTLEMECH SPECIFICATIONS

NAME	CLASS	ARMOR TYPE, TONS	MAX SPEED (KPH)	GROSS TONS	JUMP JETS	COMPONENTS
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## LIGHT 'MECHS (25-35 TONS)

COUGAR	Clan	FF 4.5	97	35	Yes	BP
FLEA	Inner Sphere	FF 4.5	132	20	No	None
OSIRIS	Inner Sphere	FF 5.0	130	30	Yes	None
OWENS	Inner Sphere	FF 6.5	102	35	No	None
PUMA	Clan	FF 7.0	83	35	No	None
RAVEN	Inner Sphere	FF 6.5	100	35	No	EDM, SAP
ULLER	Clan	FF 4.5	125	30	No	EDM
WOLFHOUD	Inner Sphere	Ref 10.0	100	35	No	None

## MEDIUM 'MECHS (40-55 TONS)

ARCTIC WOLF*	Clan	FF 8.0	97	40	No	None
BUSHWACKER	Inner Sphere	FF 8.5	85	55	No	None
CHIMERA	Inner Sphere	Ref 9.0	102	40	Yes	None

\* Microsoft® MechWarrior® 4: Clan 'Mech Pak required



JUMP JETS	COMPONENTS	WEAPONS
Yes	BAP	ER Lg Laser, ER Med Laser, ER Sm Laser, Clan LRM 10 (2)
No	None	Sm Laser (2), MG Array (3)
Yes	None	Med Laser (5), SRM 6, MG Array
No	None	Med X-Pulse Laser, Sm X-Pulse Laser (2), LRM 10 (2)
No	None	ER PPC (2)
No	ECM BAP	Sm Laser, Sm Pulse Laser (2), LRM 15, Narc
No	ECM	ER Lg Laser, ER Med Laser, Clan LRM 10 (2)
No	None	Med Pulse Laser (2), Lg X-Pulse Laser
No	None	CSTRK 6 (4)
No	None	Med Pulse Laser (2), LRM 5, LRM 10, AC 10
Yes	None	Lg Laser, Med Laser, MRM 20, MG Array



# BATTLEMECH SPECIFICATIONS

NAME	CLASS	ARMOR TYPE, TONS	MAX SPEED (KPH)	GROSS TONS	JUMP JETS
------	-------	------------------------	-----------------------	---------------	--------------

## Medium 'Mechs continued

HELLHOUND	Clan	FF 8.5	98	50	No
HELLSPAWN	Inner Sphere	FF 8.0	106	45	Yes
HUNCHBACK**	Inner Sphere	FF 9.5	98	50	No
RYOKEN	Clan	FF 8.5	85	55	No
SHADOW CAT	Clan	FF 9.0	102	45	Yes
UZIEL	Inner Sphere	FF 8.0	95	50	Yes

## HEAVY 'MECHS (60-75 TONS)

ARGUS	Inner Sphere	Ref 12.0	81	60	No
BLACK KNIGHT	Inner Sphere	FF 13.0	75	75	No
CATAPULT	Inner Sphere	R 12.5	76	65	Yes
CAULDRON-BORN*	Clan	FF 12.5	86	65	No
DRAGON**	Inner Sphere	FF 8.5	85	60	No

\*\* Microsoft® MechWarrior® 4: Inner Sphere 'Mech Pak required



COMPONENTS	WEAPONS
No	None
Yes	ER Lg Laser (2), CSTRK 6, Clan LBX AC 10
No	None
Yes	Med Pulse Laser (3), SRM 6 (2)
No	None
Yes	Med Laser (2), SRM 6, LBX AC 20
No	None
Yes	ER Lg Laser (2), ER Med Laser (2), Clan LRM 15 (2)
Yes	None
Yes	ER Lg Laser, ER Sm Laser, ER Med Pulse Laser (3), CSTRK 6, Clan MG Array (2)
Yes	None
Yes	PPC (2), SRM 6, MG Array (2)
No	None
No	Med Laser (2), LRM 10, Ultra AC 5 (2), MG Array
No	None
No	Lg Laser (2), Med Laser, PPC (2)
Yes	SAP
No	Lg Laser, Sm Pulse Laser, LRM 20 (2)
No	Enhanced Optics
No	ER Med Laser (2), Clan LRM 15 (2), Clan LBX AC 10 (2)
No	None
No	Med Laser, LRM 10, AC 5, Heavy Gauss Rifle

\* Clan Mech Pak required



# BATTLEMECH SPECIFICATIONS

NAME	CLASS	ARMOR TYPE, TONS	MAX SPEED (KPH)	GROSS TONS	JUMP JETS	COMPONENTS
------	-------	------------------------	-----------------------	---------------	--------------	------------

## Heavy 'Mechs continued

LOKI	Clan	FF 9.5	83	65	No	EDM, LAMS
MAD CAT	Clan	FF 11.5	80	75	No	None
NOVA CAT	Clan	Ref 14.0	73	70	No	None
THANATOS	Inner Sphere	FF 13.0	75	75	Yes	EDM
THOR	Clan	FF 10.5	85	70	Yes	None
VULTURE	Clan	R 12.0	80	60	No	None

## ASSAULT 'MECHS (80+ TONS)

ATLAS	Inner Sphere	FF 18.0	51	100	No	EDM, LAMS, FF Jammer
AWESOME	Inner Sphere	FF 15.0	70	80	No	None
DAISHI	Clan	FF 14.5	51	100	No	None
FAFNIR	Inner Sphere	FF 18.0	53	100	No	None
GLADIATOR	Clan	FF 18.0	57	95	Yes	EDM





JUMP JETS	COMPONENTS	WEAPONS
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No	EDM, LAMS	ER Med Laser (4), CSTRK 6, Clan LBX AC 10 (2)
No	None	ER Lg Laser (2), ER Med Pulse Laser (2), Clan LRM 20 (2), Clan MG Array (2)
No	None	ER Lg Laser (3), ER Sm Pulse Laser, ER PPC (2)
Yes	EDM	Med Pulse Laser (3), MRM 20, LBX AC 20
Yes	None	ER Med Laser (4), Clan LRM 15, Clan Ultra AC 5 (2)
No	None	ER Med Pulse Laser (4), Clan LRM 20 (2)

No	EDM, LAMS IFF Jammer	Sm Laser (3), PPC (2), LRM 15, Gauss Rifle
No	None	Med Laser (2), PPC (3), SRM 4
No	None	ER Lg Laser (4), ER Med Pulse Laser (4), Clan LRM 10, Clan Ultra AC 5 (2), Clan MG Array (2)
No	None	Lg Laser (2), Med Laser (3), Heavy Gauss Rifle (2)
Yes	EDM	ER Lg Laser, ER Med Laser (2), ER PPC, Clan Ultra AC 20



# BATTLEMECH SPECIFICATIONS

NAME	CLASS	ARMOR TYPE, TONS	MAX SPEED (KPH)	GROSS TONS	JUMP JETS	COMPONENTS
Assault 'Mechs continued						
HAUPTMANN	Inner Sphere	FF 18.0	58	95	No	LAMS
HIGHLANDER**	Inner Sphere	FF 16.0	62	90	Yes	LAMS
KODIAK*	Clan	FF 18.0	52	100	Yes	None
Longbow	Inner Sphere	FF 16.0	69	85	No	BAP LAMS
MAD CAT MARK II	Clan	FF 13.5	68	90	Yes	None
MASAKARI*	Clan	FF 13.5	77	85	No	Enhanced Optics
MAULER	Inner Sphere	R 13.0	65	90	No	None
SUNDER	Inner Sphere	FF 16.5	69	90	No	None
TEMPLAR	Inner Sphere	FF 13.0	69	85	No	LAMS
VICTOR	Inner Sphere	FF 15.5	72	80	No	LAMS
ZEUS**	Inner Sphere	FF 15.5	70	80	No	BAP LAMS

\*\* IS 'Mech Pak required \* Clan 'Mech Pak required



JUMP JETS	COMPONENTS	WEAPONS
No	LAMS	Lg Laser (2), Sm Laser, Med Pulse Laser (2), LRM 15, LBX AC 20
Yes	LAMS	Lg Laser (2), Gauss Rifle, Heavy Gauss Rifle
Yes	None	ER Med Laser (4), CSMRM 40 (2), Clan LBX AC 20
No	SAP LAMS	Med Laser (3), LRM 10, LRM 15, LRM 20 (2)
Yes	None	ER Med Laser (4), Clan LRM 10 (2), Clan Gauss Rifle (2)
No	Enhanced Gauss	ER PPC (2), Clan LRM 15, Clan LRM 20, Clan Ultra AC 5
No	None	Med Laser (4), LRM 10 (2), Ultra AC 2 (4)
No	None	Lg Laser (4), Med Laser (2), LBX AC 20
No	LAMS	Lg X-Pulse Laser (2), Light Gauss Rifle (2)
No	LAMS	Med Pulse Laser (2), SRM 4, Gauss Rifle, Heavy Gauss Rifle
No	SAP LAMS	Lg Laser, LRM 15 (2), Heavy Gauss Rifle



## WORKING IN THE MECHLAB



In the MechLab, you repair and modify your 'Mechs.

**REPAIRING CHASSIS** After each successful mission, damaged 'Mechs, including those you salvaged from the battlefield, must undergo repair before they can be used. To repair a 'Mech, select it from the chassis list, and then click **Repair**. A repair fee is deducted from your account. After your next successful mission, damaged chassis are ready to use, and crippled chassis are upgraded to damaged status.

**NOTE** In the chassis listing, the names of 'Mechs that are ready for use are displayed in white. Damaged 'Mechs appear as yellow, and crippled 'Mechs are red.

**MODIFYING CHASSIS** armor, components tested for the kind can do a better job that have no armor

**CHASSIS** To create a chassis, and create a Name box and clicking explanations

**WEAPONS** Your (Not all weapons

- Missile system explosive projectiles
- Energy weapons electromagnetic
- Ballistic weapons

Each 'Mech chassis where weapons are indicated the weapon energy weapons Omni hardpoint



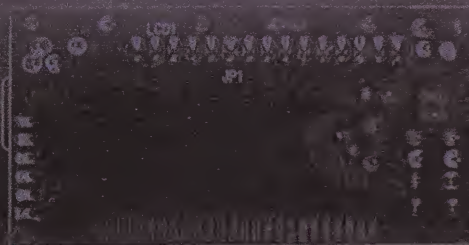
**MODIFYING CHASSIS** Modify your 'Mechs by swapping out weapons, armor, components, and so on. Default configurations have been tested for the kinds of missions you'll be sent on, but if you think you can do a better job, customize. Also, 'Mechs you salvage in the field that have no armaments must be rearmed in the MechLab.

**CHASSIS** To create a custom chassis, click **New**, select an existing chassis, and create a variant by naming your new 'Mech type in the **Name** box and clicking **Create**. Then customize the variant. The following explanations should help you make the right equipment choices.

**WEAPONS** Your 'Mechs can carry the following types of weapons. (Not all weapons fit onto all chassis.)

- Missile systems launch self-propelled, often self-guided explosive projectiles.
- Energy weapons emit highly amplified beams of electromagnetic radiation.
- Ballistic weapons shoot free-falling shells, usually explosive.

Each 'Mech chassis has hardpoints on its torso, arms, and head where weapons are mounted. Each hardpoint is color-coded to indicate the weapon type it accepts: Green indicates missiles, red is energy weapons, yellow is ballistic weapons, and white means it is an Omni hardpoint (capable of holding any weapon type).





## WORKING IN THE MECHLAB

**ARMOR** Protect your 'Mech with the following chassis platings.

- Ferro Fibrous: The standard armor, which provides good general protection.
- Reactive: Most effective against ballistic weapons.
- Reflective: Most effective against energy weapons.

**COMPONENTS** Augment 'Mech chassis with the following components. (Not all components fit on all chassis.)

- ECM decreases enemy sensor range and effectiveness.
- BAP, a targeting system, increases your sensor range and effectiveness.
- Jump Jets let a 'Mech achieve flight for brief periods of time. Use this ability to traverse difficult terrain or evade enemy targeting.
- LAMS automatically shoots down a percentage of incoming enemy missiles.
- Enhanced Optics augment the HUD zoom reticle by increasing the zoom window size.
- IFF Jammer makes your 'Mech appear as a neutral unit in an enemy's HUD.
- Advanced Gyro dampens the concussive effects of enemy weapons.

**HEAT SINKS** Add heat sinks to help dissipate heat generated from your weapons, enemy weapons, or other sources.

**ENGINE UPGRADE** Upgrading your engine increases the top speed of your 'Mech.

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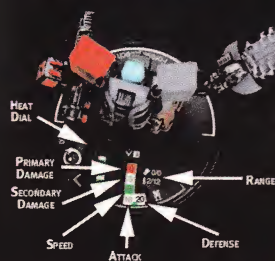


# Death Walks Again



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# GENERAL COMMANDS

COMMAND	KEYBOARD	JOYSTICK
Look left	LEFT ARROW	Hat left
Look right	RIGHT ARROW	Hat right
Look down	UP ARROW	Hat up
Look back	DOWN ARROW	Hat down
Toggle reticle zoom	Keypad 0	Button 4
Change camera view	V	
Pause game	ESC	
Toggle radar zoom	R	↑ + 2
Toggle radar/map view	SHIFT+M	
Toggle active/passive radar	CTRL+R	
Override autoshutdown	SHIFT+O	
Shut down/start up	S	↑ + B
Flush coolant	F	↑ + C
Show objectives	O	
Chat to all (multiplayer)	U	
Chat to team (multiplayer)	Y	
Toggle crouch/stand	C	
Amplify light	L	
Self-destruct	CTRL+Z	
Use SHIFT functionality	SHIFT	↑ button



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